GAMER

GAMING
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NEWS

15th July 2024

Franchise Special

SOCOM
U.S. NAVY SEALS
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SOCOM U.S. Navy Seals is a series of third-person tactical shooter video games for the PlayStation 2, PlayStation 3 and PlayStation Portable created by Zipper Interactive and released between 2002 and 2011.

The title for the series comes from the United States Special Operations Command (SOCOM) which is a Unified Combatant Command.

The games focus on various teams of United States Navy Seals (an operating component under SOCOM) completing missions with occasional help from other special operations forces from around the world such as the SAS, SBS and GROM.

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SOCOM U.S. Navy SEALs Time Line

SOCOM U.S. Navy SEALs (2002)

SOCOM II U.S. Navy SEALs (2003)

SOCOM 3 U.S. Navy SEALs (2005)

SOCOM U.S. Navy SEALs: Fire-team Bravo (2005)PSP.

SOCOM U.S. Navy SEALs: Combined Assault (2006)

SOCOM U.S. Navy SEALs: Fire-team Bravo 2 (2006)

SOCOM U.S. Navy SEALs: Tactical Strike (2007)

SOCOM Navy SEALs: Confrontation (2008)

SOCOM U.S. Navy SEALs: Fire-team Bravo 3 (2010)

SOCOM 4 U.S. Navy SEALs (2011)

SOCOM U.S. NAVY SEALS

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SOCOM U.S. Navy SEALs (2002)

SOCOM U.S. Navy SEALs is a tactical shooter video game developed by Zipper Interactive and published by Sony Computer Entertainment for PlayStation 2.

SOCOM
U.S. NAVY SEALS

SOCOM U.S. Navy SEALs (2002)

SOCOM uses a USB headset for its speech recognition commands offline, and allows voice chat with teammates when playing online; this was the first game for the PlayStation 2 to use the headset.

SOCOM U.S. Navy SEALs (2002)

The online servers for this game, along with other PlayStation 2 and PlayStation Portable SOCOM titles, were shut down on August 31, 2012.

SOCOM U.S. Navy SEALs (2002)

The player leads a four-man team (three AI-controlled teammates) of United States Navy SEALs through 12 missions in four regions: Alaska, Thailand, Congo, and Turkmenistan in the then-future of 2006 and 2007.

SOCOM U.S. Navy SEALs (2002)

In the single player missions, commands can be spoken using the included USB headset or via an onscreen menu if the optional SOCOM headset was not purchased.

SOCOM U.S. Navy SEALs (2003)

Navy SEAL fire-team consisting of Kahuna, Boomer, Spectre, and Jester is sent in to neutralize an emerging terrorist threat.

A new group calling itself the Iron Brotherhood, made up of former Spetsnaz operatives

SOCOM II U.S. Navy SEALs (2003)

Typical missions consist of killing terrorists, rescuing hostages, retrieving intelligence, or destroying terrorist bases.U.S.

SOCOM U.S. Navy SEALs received "generally positive" reviews.

SOCOM II U.S. Navy SEALs (2003)

SOCOM II U.S. Navy SEALs is a tactical shooter video game developed by Zipper Interactive and published by Sony Computer Entertainment for PlayStation 2.

It is the sequel to SOCOM U.S. Navy SEALs.

SOCOM II U.S. Navy SEALs (2003)

SOCOM II U.S. Navy SEALs is a third-person tactical shooter. There are 12 different single-player missions: split equally between Albania, Algeria, Brazil and Russia.

SOCOM II U.S. Navy SEALs (2003)

The game sold more than one million copies by March 2004 and 2.5 million copies by May 2005

Navy SEALs received "generally positive" reviews

SOCOM II U.S. Navy SEALs (2003)

THE ONLY EASY DAY WAS YESTERDAY
The world's terrorists have targeted America and her allies. As an elite SEAL commander, your team's orders are simple — strike targets of importance within 12 intense international missions quietly and successfully, and protect freedom across the globe. Utilizing the best weaponry, technology and training available, accept no outcome but victory.
Command. Courage. Country.
Confront deadly enemies with the most skilled Special Ops force ever assembled, including collaboration with (Russian) Spetznaz and (British) SAS groups.
Battle the world's terrorists in 12 intense single player missions, including operations in Brazil, Russia, Albania and Algeria.
Command and strategize with SEALs and other special operations forces using the SOCOM headset or USB headset (for PlayStation®2).
Lead your SEAL team in single player mode, or exchange fire with and against up to 16 total players via enhanced (broadband) online gameplay—including five mission types, Rank Insignias, friends lists, and the ability to call in air strikes.
Association with Naval Special Warfare Command ensures realistic SEAL gameplay and mission designs.
www.us.playstation.com
www.seal.navy.mil
1 Player
Memory Card (for PS2) - 3000 KB
Pressure Sensitive
Analog Control
Progressive Scan
Vibration Function
Online: Ethernet Broadband required
Network Adaptor (PS2) 16 Players
SOCOM Headset/USB Headset (for PS2)
Online license terms available at www.us.playstation.com/useragreements and in-game.
MATURE 17+
Blood
Violence
ESRB CONTENT RATING
www.esrb.org
Game Experience May Change During Online Play.
PlayStation 2
SOCOM II: U.S. NAVY SEALS
SCUS 97275
NTSC U/C
SOCOM II
U.S. NAVY SEALS
MATURE 17+
CONTENT RATED BY ESRB
ONLINE
BROADBAND ONLY
SONY
COMPUTER ENTERTAINMENT

SOCOM II
U.S. NAVY SEALS
SONY
COMPUTER ENTERTAINMENT
NTSC U/C
SCUS 97275
DVD ROM
MATURE 17+
CONTENT RATED BY ESRB
Developed by Zipper Interactive, Inc.
SOCOM II © 2003 Sony Computer Entertainment America Inc. Sony Computer Entertainment logo is a registered trademark of Sony Corporation.
For technical support or general inquiries please contact 1-800-345-7669.
For Free Hints and Tips visit us on the web at www.us.playstation.com.
Sign up and become a member of the PlayStation Underground and gain access to the PlayStation Underground Game Guides for in-depth help with games produced by Sony Computer Entertainment America.
PlayStation 2

SOCOM 3 U.S. Navy SEALs (2005)

SOCOM 3 U.S. Navy SEALs is a 2005 tactical shooter video game developed by Zipper Interactive and published by Sony Computer Entertainment for PlayStation 2.

It is the sequel to SOCOM II U.S. Navy SEALs.

SOCOM 3 U.S. Navy SEALs (2005)

SOCOM 3 U.S. Navy SEALs is a third-person tactical shooter. There are 14 different single-player missions.

missions take place in Poland where the SEALs battle a well funded, ultra-nationalist terrorist organization called the New Slavic Order.

SOCOM 3 U.S. Navy SEALs (2005)

The game is situated in Poland, South Asia and North Africa.

Navy SEALs received generally positive reviews.

SOCOM U.S. NAVY SEALS

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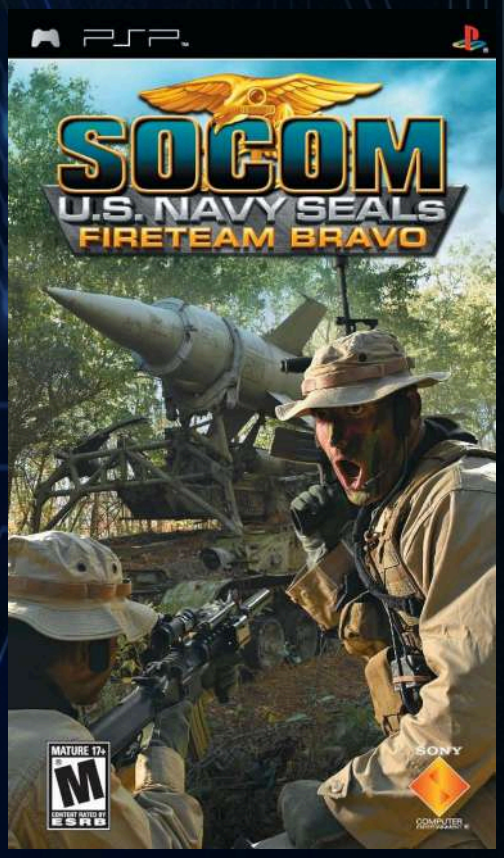

SOCOM U.S. Navy SEALs:

Fire-team Bravo (2005)PSP

SOCOM U.S. Navy SEALs: Fire-team Bravo is a tactical shooter video game developed by Zipper Interactive and published by Sony Computer Entertainment for PlayStation Portable.

It is the first SOCOM U.S. Navy SEALs game in the Fire-team Bravo series. It has both online play (infrastructure mode) and PSP to PSP play (ad hoc).

SOCOM U.S. NAVY SEALS

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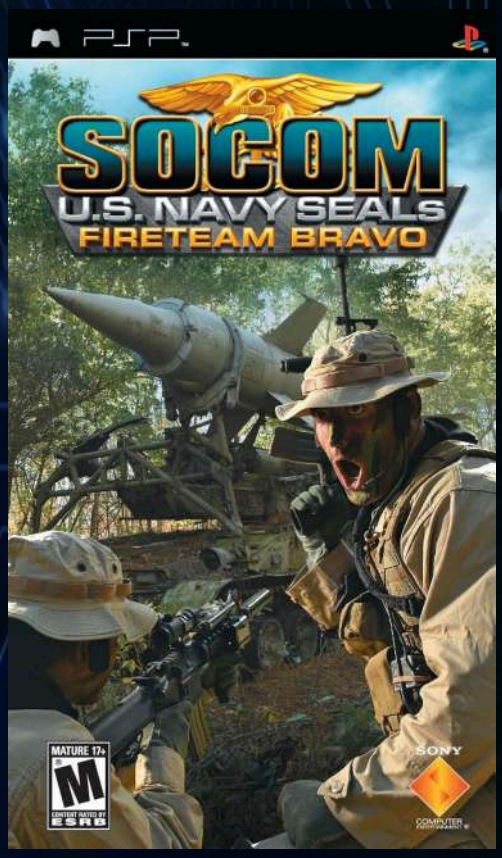
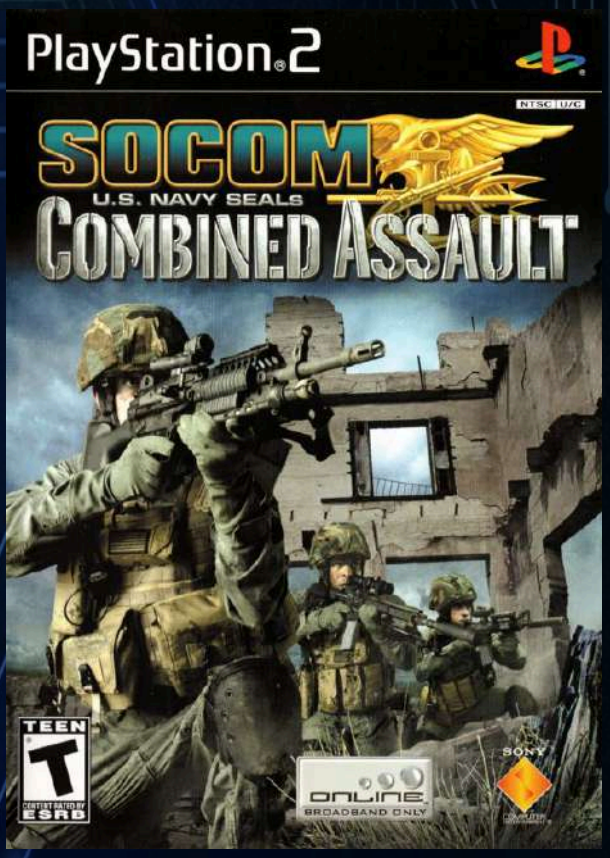
It is the first SOCOM U.S. Navy SEALs game in the Fire-team Bravo series.



It has both online play (infrastructure mode) and PSP to PSP play (ad hoc).

It is similar to the main series games.

SOCOM U.S. Navy SEALs: Fire-team Bravo received "generally positive" reviews.



SOCOM U.S. Navy SEALs: Combined Assault (2006).

SOCOM U.S. Navy SEALs: Combined Assault is a tactical shooter video game developed by Zipper Interactive and published by Sony Computer Entertainment for PlayStation 2.

Combined Assault's campaign mode offers 18 missions.

SOCOM U.S. NAVY SEALS

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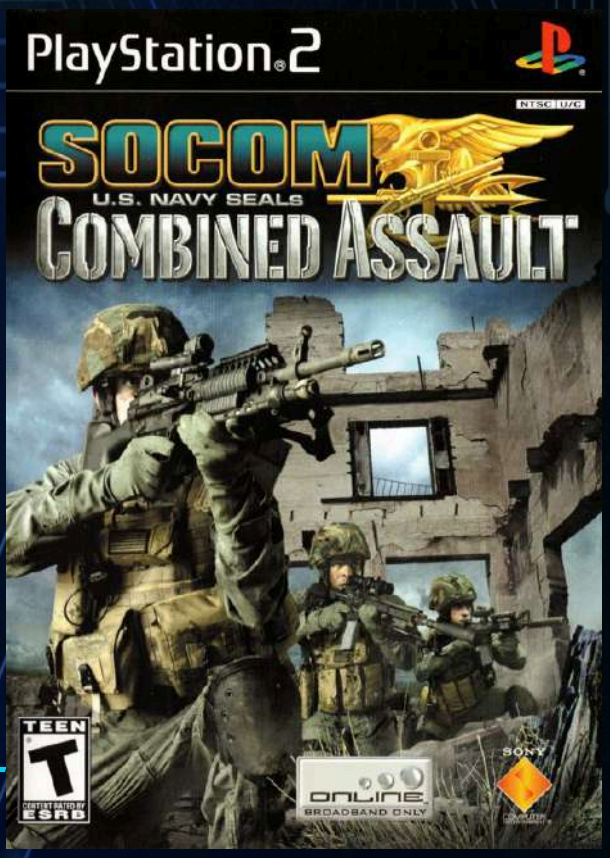

The game takes place in the fictional country of Adjikistan.

The country is supposedly situated somewhere in Central Asia near Afghanistan and Pakistan, featuring a number of different environment and climate zones—allowing for the game to feature a wide variety of landscapes.

SOCOM U.S. Navy SEALs: Combined Assault received "mixed or average" reviews.

SOCOM U.S. NAVY SEALS COMBINED ASSAULT

SOCOM U.S. NAVY SEALS

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SOCOM U.S. Navy SEALs: Fire-team Bravo 2 (2006)

SOCOM U.S. Navy SEALs: Fire-team Bravo 2 is a tactical shooter video game developed by Zipper Interactive and published by Sony Computer Entertainment for PlayStation Portable.

It is the sequel to SOCOM U.S. Navy SEALs: Fire-team Bravo.

The game takes place solely in the fictional country of Adjikistan.

SOCOM U.S. NAVY SEALS

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The country is supposedly situated somewhere in Central Asia near Afghanistan/Pakistan.

The story is set in Adjikistan, a fictional country that is experiencing civil unrest.

SOCOM U.S. Navy SEALs: Fire-team Bravo 2 received "generally positive" reviews.

SOCOM U.S. NAVY SEALS

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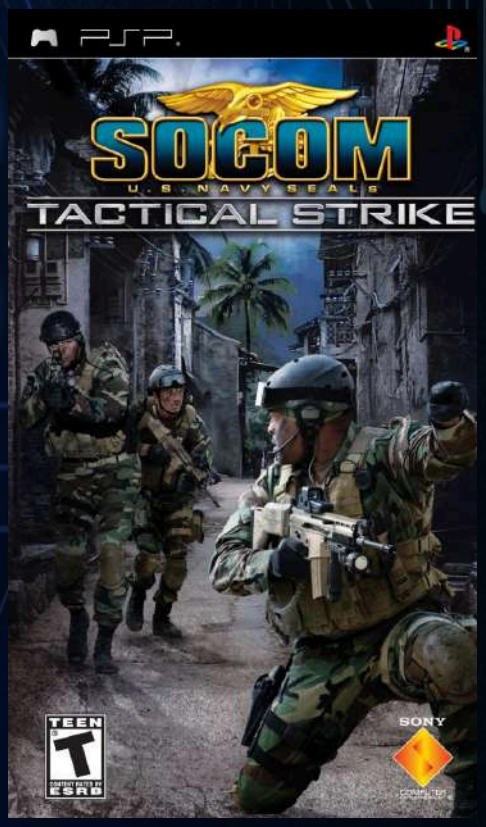

SOCOM U.S. Navy SEALs: Tactical Strike (2007)

SOCOM U.S. Navy SEALs: Tactical Strike is a tactical shooter video game developed by Slant Six Games and published by Sony Computer Entertainment for PlayStation Portable.

The online servers for this game, along with other PlayStation 2 and PlayStation Portable SOCOM titles, were shut down on August 31, 2012.

SOCOM U.S. NAVY SEALS

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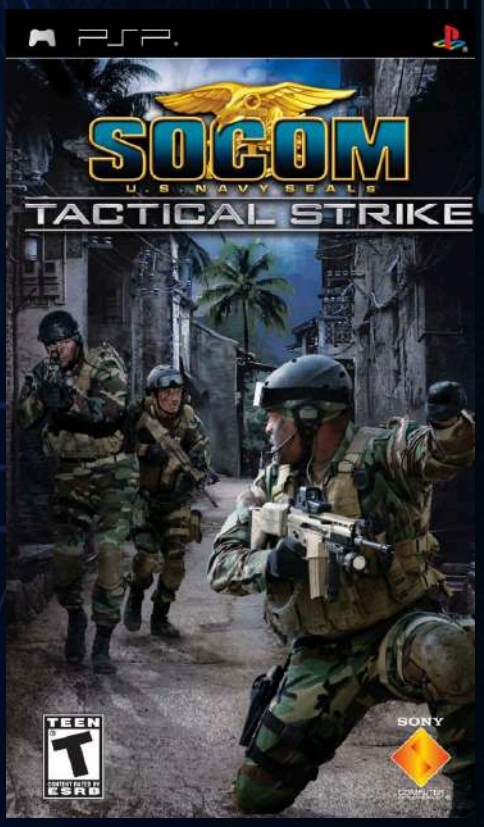

Tactical Strike focuses on the player being able to maintain tight control of a four-man special operations squad.

The game represents a major departure from the "run and gun" game-play of the previous SOCOM U.S. Navy SEALs games.

In Tactical Strike, the player character is never able to physically shoot, run, etc.

Instead, he or she must tell the squad to do such actions.

Tactical Strike received mixed or average reviews.

SOCOM U.S. NAVY SEALS

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SOCOM Navy SEALs: Confrontation (2008)

SOCOM U.S. Navy SEALs: Confrontation is a multiplayer tactical shooter video game developed by Slant Six Games and published by Sony Computer Entertainment for PlayStation 3.

Confrontation came packaged with the PlayStation 3 Bluetooth headset or as a standalone game, and also released as a downloadable title from PlayStation Network.

SOCOM U.S. NAVY SEALS

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Confrontation focuses on online play.

Teamwork is essential to success in the game, as this phrase says: "Alone I'm Lethal, as a team I Dominate".

When Confrontation was released, the game was missing several features that were claimed on the cover of the box and in the manual.

SOCOM
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CONFRONTATION

The game received a patch on January 9, 2009, version 1.30, which claimed to fix several issues including frame rate and invisible gun glitch, however some of these issues still remained.

New features that were missing during release including trophy support were included with the patch.

After the patch came out, online players increased by 50 percent and the number of players per hour increased 33 percent.

Confrontation received generally mixed reviews.

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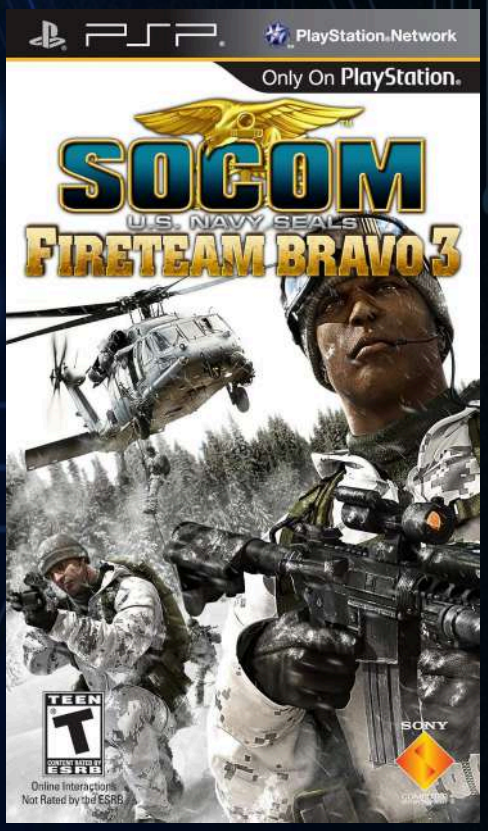

SOCOM U.S. Navy SEALs: Fire-team Bravo 3 (2010)

SOCOM U.S. Navy SEALs: Fire-team Bravo 3 is a video game for the PlayStation Portable handheld and the sequel to SOCOM U.S. Navy SEALs: Fire-team Bravo 2.

The game was released on February 16, 2010.

Fire-team Bravo 3 features a new campaign and features like the all new online campaign co-op as well as online play supporting medals and ribbons and leader-boards.

SOCOM U.S. NAVY SEALS

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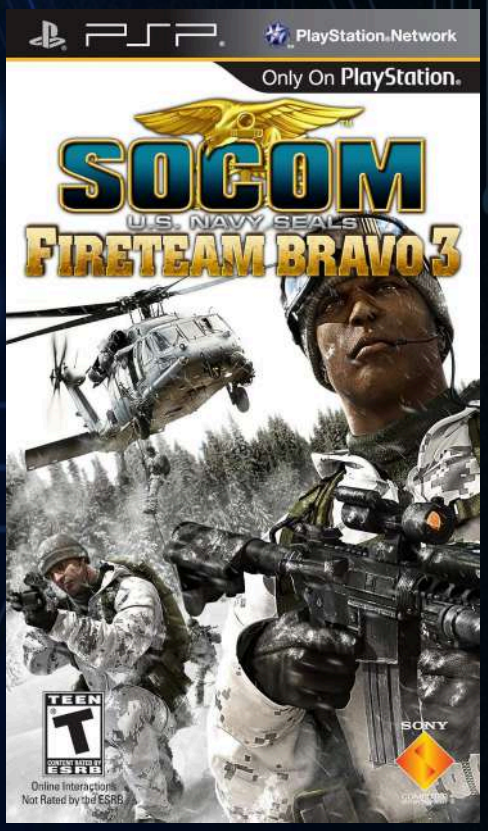
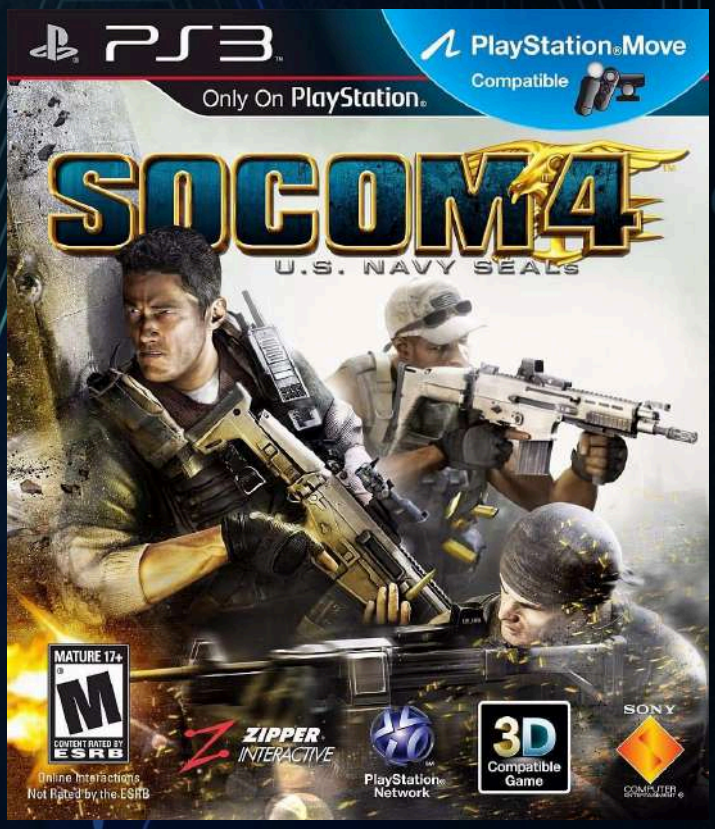


The player assumes the role of Calvin "WRAITH" Hopper leading a team of Navy SEALs in a covert operation in a matter of national security to track down and interrogate former KGB agent, Vasyli Gozorov, who is believed to be withholding information on a forthcoming attack with weapons of mass destruction.

Fire-team Bravo 3 received generally mixed reviews.

SOCOM U.S. NAVY SEALS FIRETEAM BRAVO

SOCOM GAMER

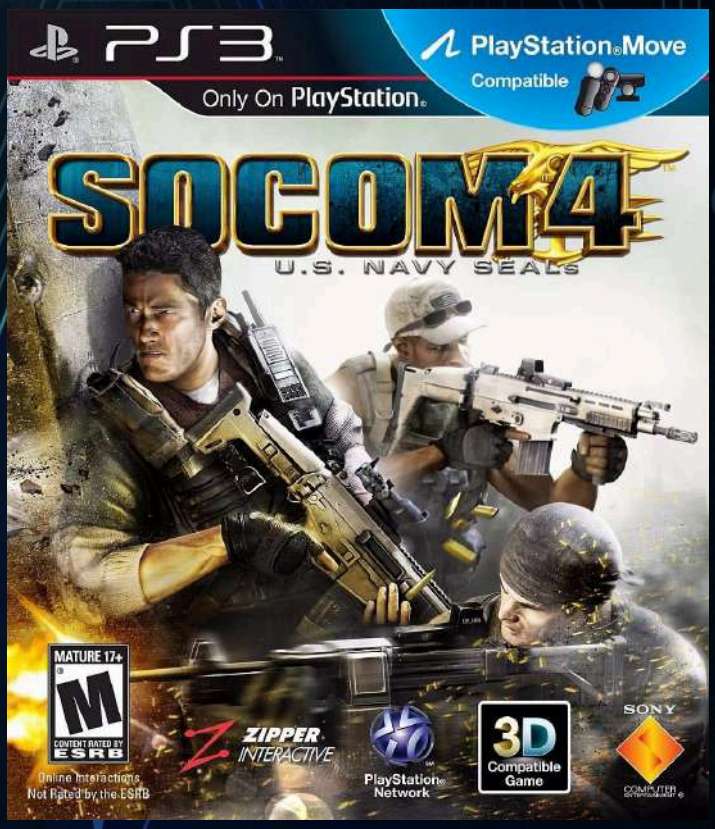


SOCOM 4 U.S. Navy SEALs (2011)

SOCOM 4 U.S. Navy SEALs (known as SOCOM: Special Forces in PAL regions) is a tactical shooter video game developed by Zipper Interactive and published by Sony Computer Entertainment for PlayStation 3.

It is the sequel to SOCOM U.S. Navy SEALs: Combined Assault and is also the last installment for the franchise.

SOCOM U.S. NAVY SEALS GAMER



Online multiplayer servers were shut down on January 28, 2014, along with the servers for SOCOM U.S. Navy SEALs: Confrontation.

One of the main features of this game is the ability to play the co-op mode, replacing the AI Special Ops team with players via online play. Players can play instant action missions. Players can also unlock "Character Skins" for online play.

SOCOM U.S. NAVY SEALS

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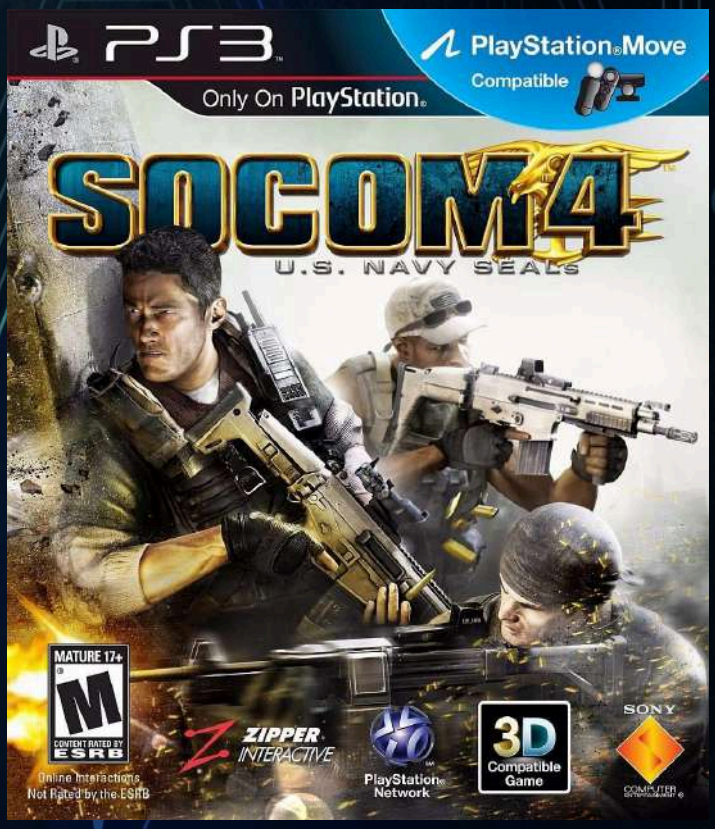
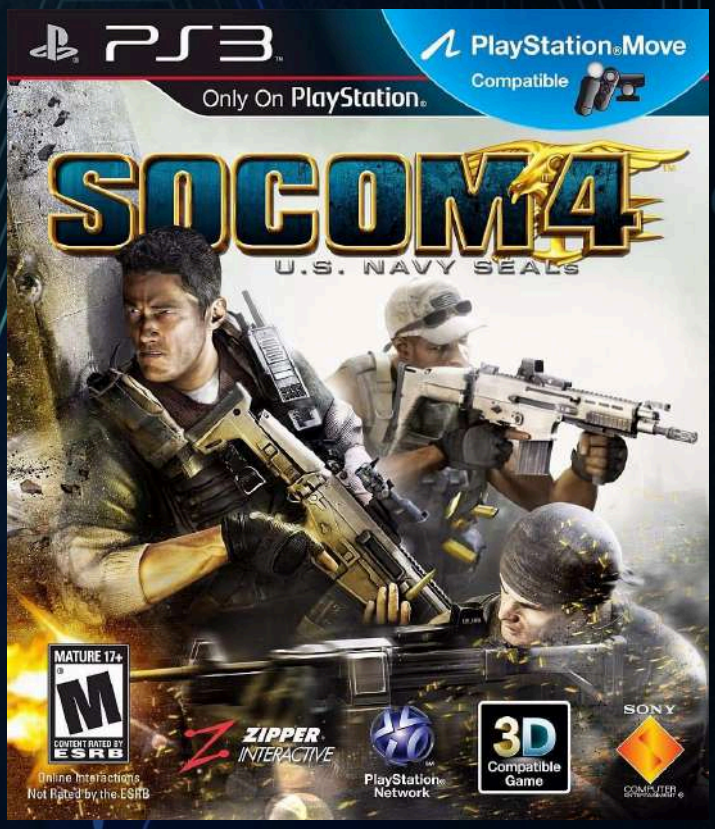
SOCOM 4 U.S. Navy SEALs does not have lobbies like previous installments.



Instead SOCOM 4 U.S. Navy SEALs has a Quick Match system along with a Party System to meet up with friends before creation of a game.

SOCOM GAMER



SOCOM 4 U.S. Navy SEALs does not include many classic modes: Breach, Escort, Extraction, Control, and Convoy game modes.

Instead, it features mainly all new game modes, with one classic mode, Suppression, available out of the box, and another, Demolition.

SOCOM 4 U.S. Navy SEALs received "mixed or average" reviews.